

Support - set of outcomes with positive probability

Bernoulli Distribution:  $[0, 1]$  with  $[1 - p, p]$

$$E[\text{Bernoulli}] = p$$

$$\text{Var}[\text{Bernoulli}] = p(1 - p)$$

$$P_X(s) = ps + q$$

Binomial Distribution  $(n, p)$ :  $[0, 1, \dots, n]$  with

$$[\binom{n}{0}p^0(1-p)^n, \dots]$$

$$E[\text{Binomial}(n, p)] = np$$

$$\text{Var}[\text{Binomial}(n, p)] = np(1 - p)$$

$$P_X(s) = (ps + q)^n$$

Geometric Distribution:  $[0, 1, 2, \dots]$  with

$$[p, p(1-p), p(1-p)^2, \dots]$$

$$E[\text{Geometric}] = \frac{1-p}{p}$$

$$\text{Var}[\text{Geometric}] = \frac{1-p}{p^2}$$

$$P_X(s) = \frac{p}{1-qs}$$

Poisson Distribution:  $[0, 1, 2, \dots]$  with  $[e^{-\lambda} \frac{\lambda^k}{k!}]$

$$E[\text{Poisson}] = \lambda$$

$$\text{Var}[\text{Poisson}] = \lambda$$

$$P_X(s) = e^{\lambda(s-1)}$$

Gambler's Ruin: start with  $x$  and  $++$  with  $p$  and  $--$  with  $1 - p$  and halt at  $a$  or  $0$ .

Generating Functions - special case of Fourier/Laplace harmonic analysis way to capture probability distribution into function

$$P_X(s) = \sum_{k=0}^{\infty} p_k s^k$$

$$P_{X+Y}(s) = P_X(s)P_Y(s) \text{ convolution by definition}$$

$Y = \sum_{k=1}^N g_k$  on  $N$  independent distribution then  $P_Y(s) = P_N(P_g(s))$

$E[X], E[X(X-1)], E[X(X-1)(X-2)], \dots$  factorial moments given by  $k$ th derivative of  $P_X(s)$  evaluated at  $s = 1$  whence we may deduce moments  $E[X^k]$  linearly. And note  $\text{Var}[X] = P''(1) + P'(1) - (P'(1))^2$

$$E[X] = E[X]$$

$$E[X^2] = E[X(X-1)] + E[X]$$

$$E[X^3] = E[X(X-1)(X-2)] + 3E[X(X-1)] + E[X]$$

Branching process has offspring distribution  $p_n$  then if

$E[p_n] = u$  with finite variance then by definition

$$E[Z_n] = u^n \text{ and } \text{Var}[Z_n] = \text{Var}[p_n] u^n \frac{1-u^{n+1}}{1-u} \text{ if } u \neq 1 \text{ and}$$

$$\text{Var}[p_n](n+1) \text{ if } u = 1$$

Extinction probability  $p_E$  is smallest non-negative solution of the equation  $x = P(x)$  where  $P$  is the generating function of the offspring distribution.

$i \rightarrow j$ ,  $i$  communicates with  $j$ ,  $j$  is a consequent

of/accesible from/follows  $i$  - nonzero  $P$  of arriving at  $j$  from  $i$

$i \leftrightarrow j$ ,  $i$  and  $j$  intercommunicate if  $i \rightarrow j$  and  $j \rightarrow i$  a set  $B$  of states is irreducible if so classes of a chain, maximal irreducible sets, are strongly connected components in this digraph.

A set of states is closed if once there never escapes i.e. sink component.

A closed singleton is an absorbing state.

Recurrent if return with  $P = 1$ , positive recurrent if the Expected Value of time between 2 visits is finite, null if the EV is infinite, transient if positive  $P$  of not returning.

Recurrence and transience are class properties i.e. belong to all members of the same connected component.

Class on a finite state space is recurrent if and only if it is closed.

Write transition matrix  $P$  in the canonical form:

$$\begin{bmatrix} PC & 0 \\ R & Q \end{bmatrix}$$

So  $Q$  is  $T$  to  $T$  edges and  $PC$  is  $C$  to  $C$  edges and  $R$  is  $T$  to  $C$  edges where  $T$  is transient states i.e. union of all transient classes and  $PC$  is recurrent/closed states i.e. union of all sink connected components whence:

$$U = (1 - Q)^{-1}R = (1 + Q + Q^2 + \dots)R = FR \text{ is transition probabilities}$$

$F$  captures expected number of times hitting each state in  $T$  prior to transitioning into  $C$